

# Testing in Resource Constrained Execution Environments

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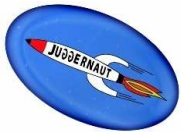
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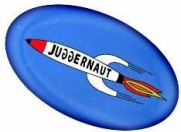
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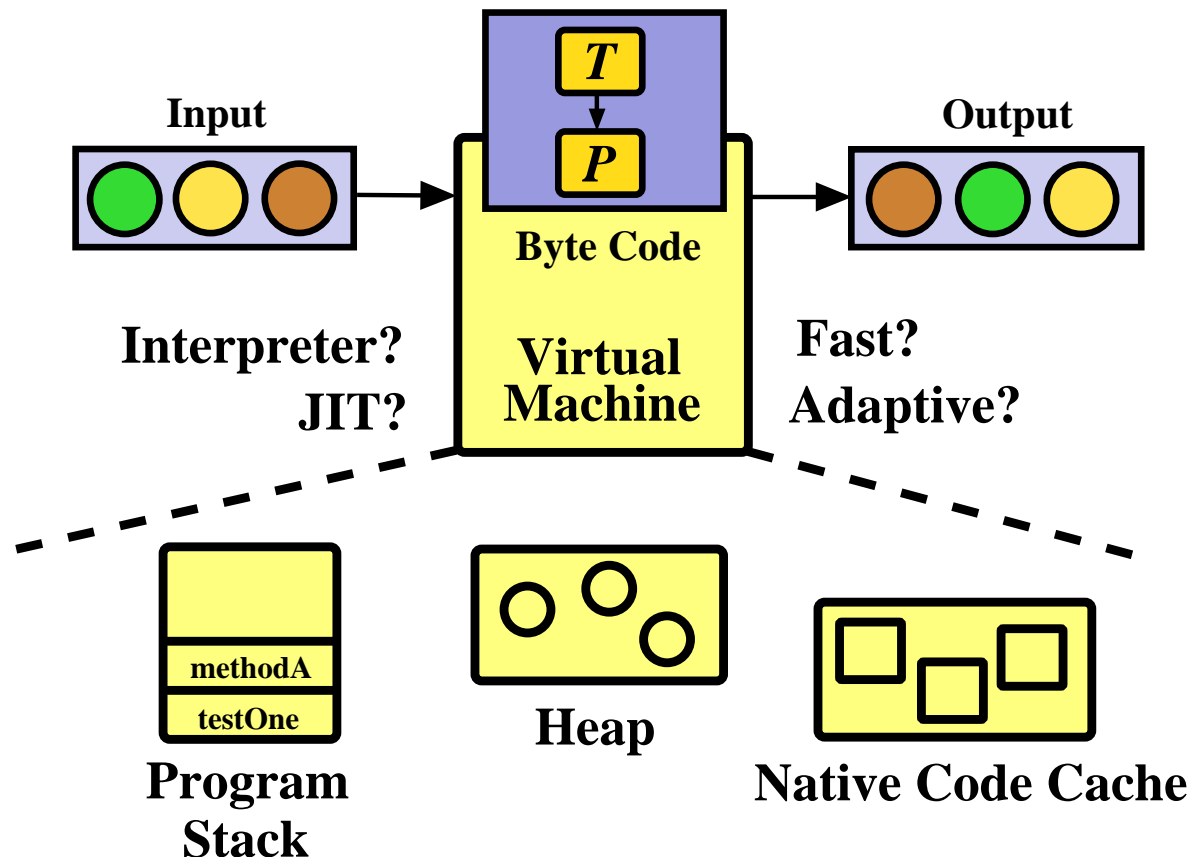


# Contributions

- Use of native code unloading during test suite execution in a resource constrained environment
- Identification of the testing techniques that yield the greatest reduction in execution time and native code size
- Characterization of how software applications and test suites restrict and/or support resource constrained testing
- Cost-benefit analysis for the use of sample-based and exhaustive profiles of program testing behavior
- **Executes test suites faster when memory resources are limited!**



# Test Suite Execution with a JVM

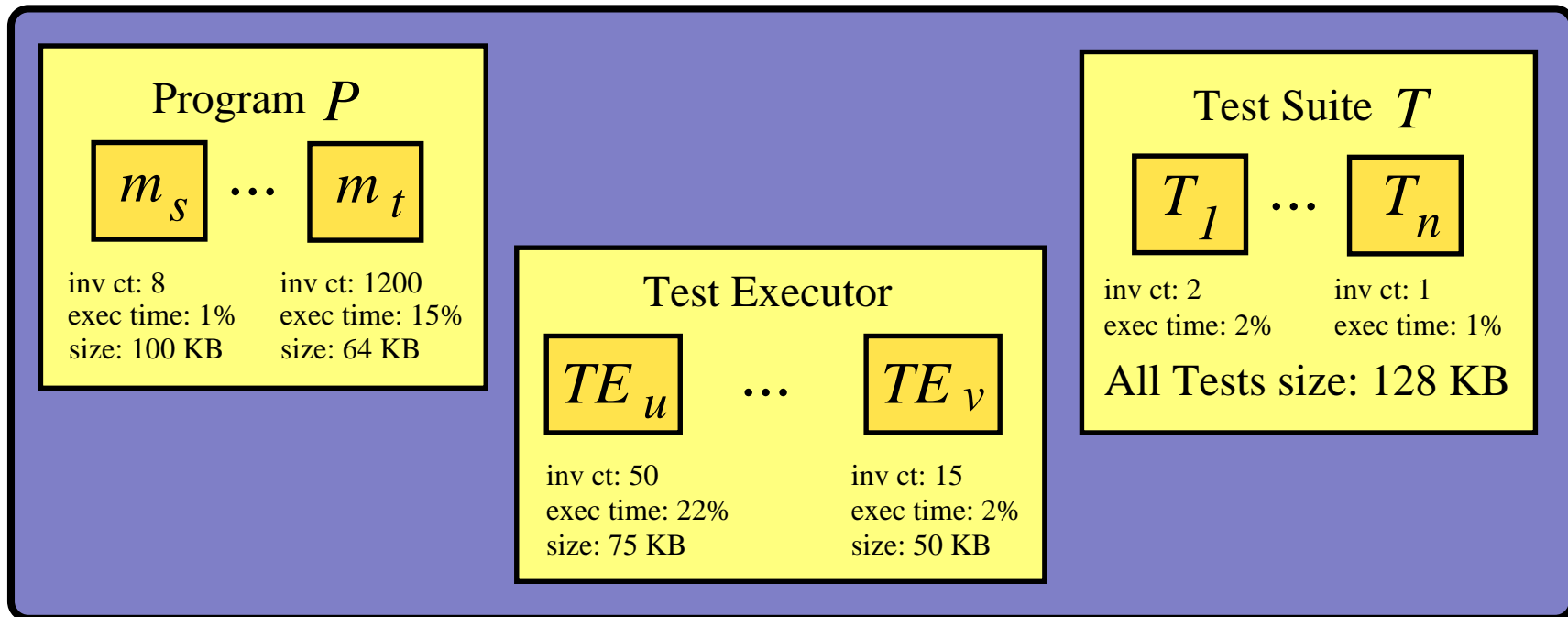


→ During testing the JVM must manage limited resources



# Resource Constrained Testing

## Memory Resident Native Code Bodies

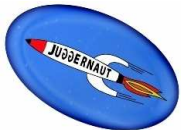


- JIT compiler produces native code that exhausts limited memory resources
- Frequent invocation of GC increases testing time



# Test Suite Execution Strategies

- **Omit tests?** - Could reduce overall confidence in the correctness of  $P$
- **Use non-constrained environment?** - Defects related to  $P$ 's interaction with environment might not be isolated
- **Execute tests individually?** - Might increase overall testing time and violate test order dependencies
- **Unload with offline profile?** - Not useful if  $P$  and  $T$  change frequently during regression testing
- **Our Approach:** Use online behavior profiles to guide the unloading of native code



# Experiment Goals and Design

- **Research Question:** Can an adaptive code unloading JVM reduce time and space overheads associated with memory constrained testing?
- **Experiment Metrics:** percent reduction in time,  $T_R^{\%}(P, T)$  and space,  $S_R^{\%}(P, T)$
- Jikes RVM 2.2.1, JUnit 3.8.1, GNU/Linux 2.4.18
- Sample-based (*S*) and exhaustive (*X*) program profiles
- Timer (*TM*), garbage collection (*GC*), and code cache size (*CS*) triggers the unloading technique



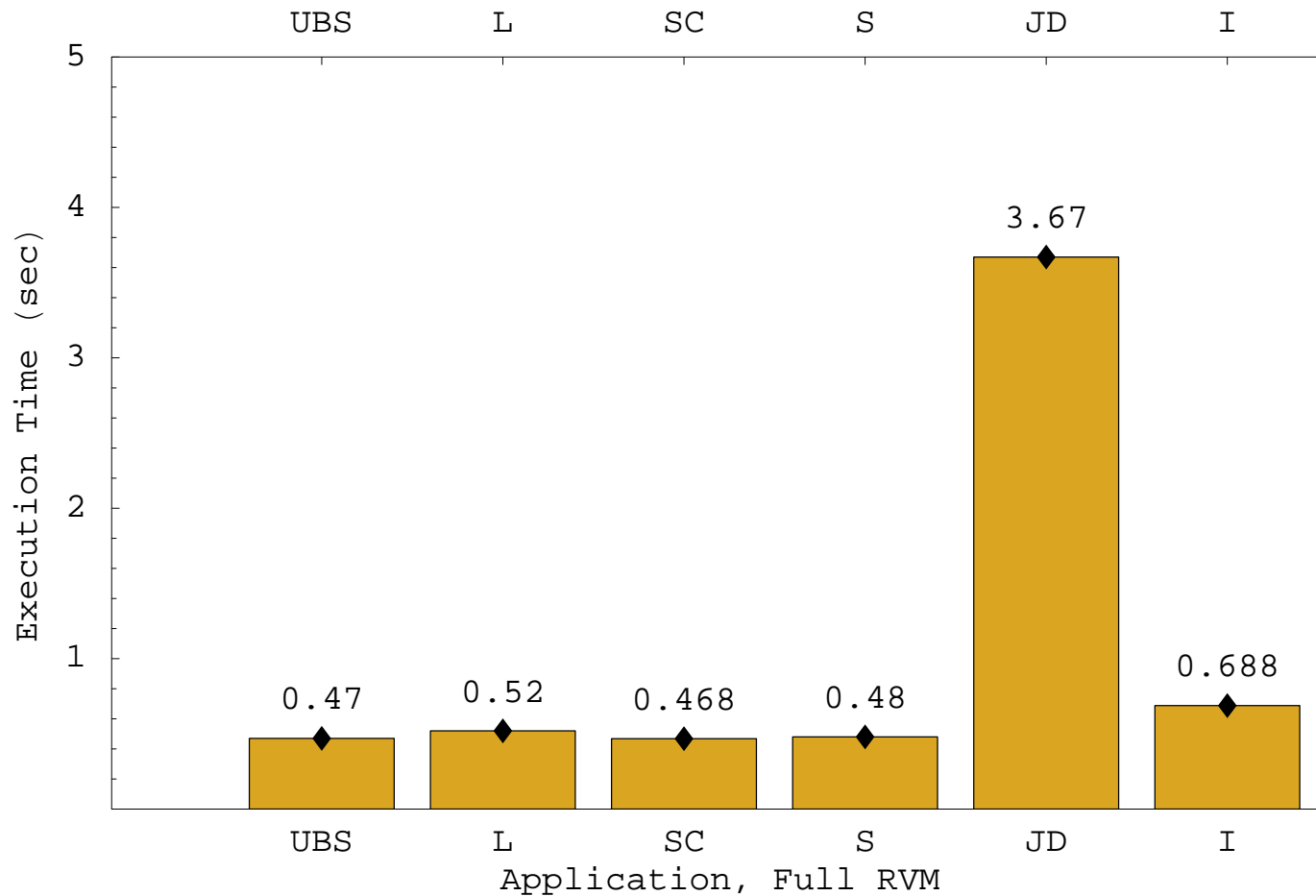
# Case Study Applications

Name	<i>Min Size (MB)</i>	# Tests	NCSS
UniqueBoundedStack (UBS)	8	24	362
Library (L)	8	53	551
ShoppingCart (SC)	8	20	229
Stack (S)	8	58	624
JDepend (JD)	10	53	2124
IDTable (ID)	11	24	315

→ Empirically determined the *MIN* Jikes RVM heap size



# Testing Time Overhead: *Full* RVM

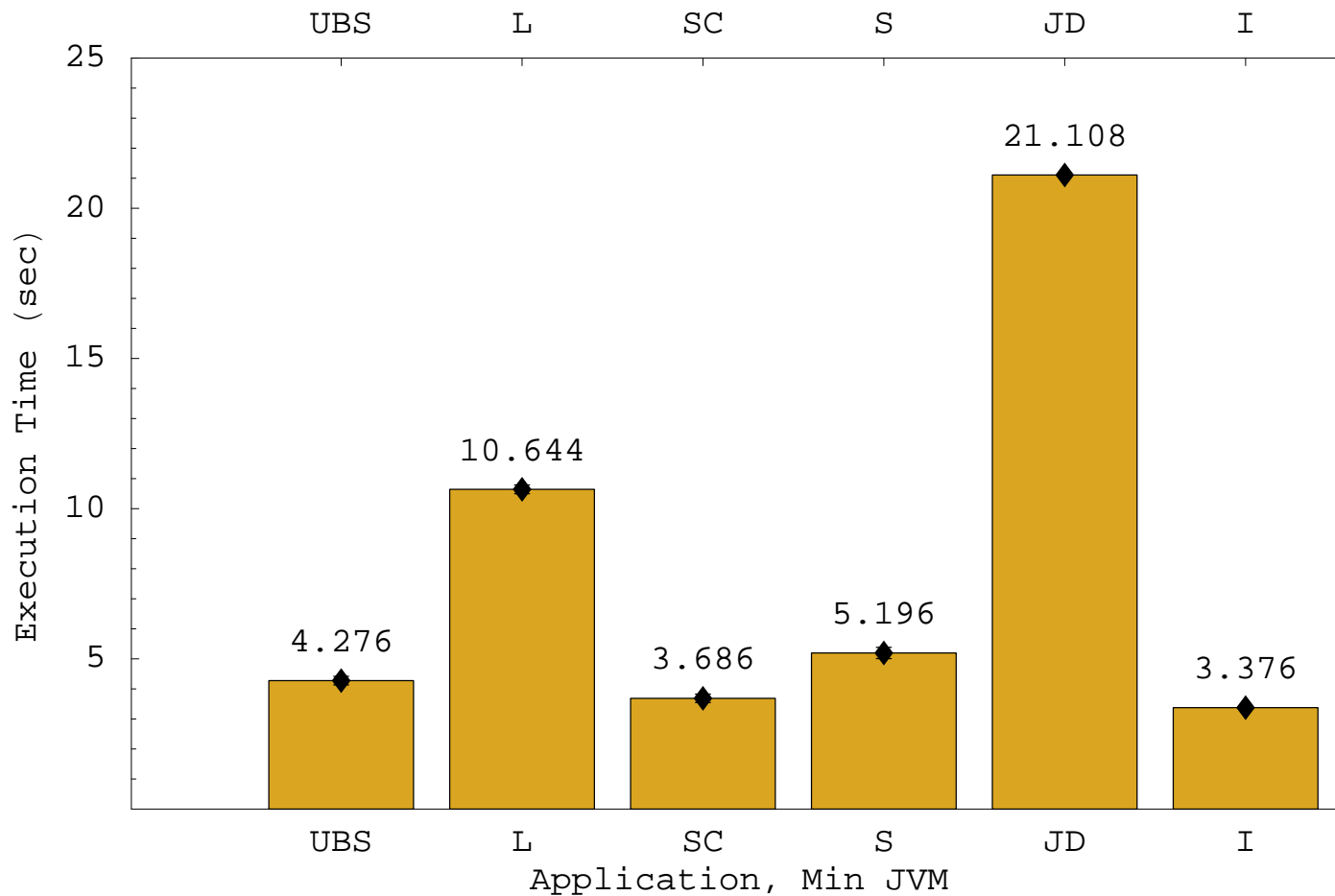


→ When memory is not constrained, testing time is acceptable

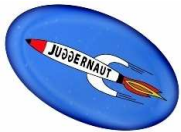




# Testing Time Overhead: *Min* RVM



→ Testing time increases significantly when memory is *Min*



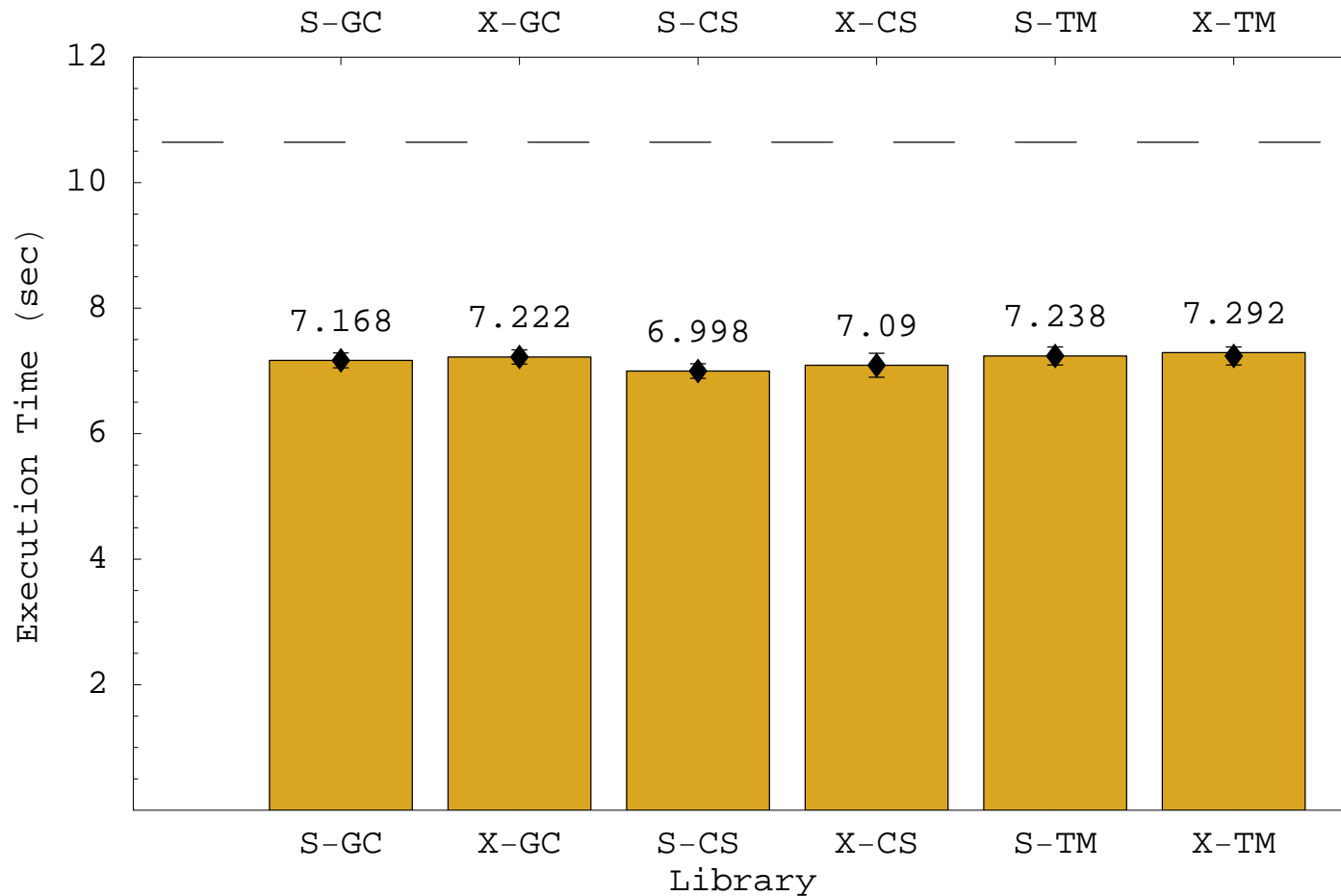
# Summary of Reductions for Library

Name	$T_R^{\%}(P, T)$	$S_R^{\%}(P, T)$
S-GC	32.7	78.8 ✓
X-GC	32.1	65.0
S-TM	32.0	72.8
X-TM	31.5	62.3
S-CS	34.3 ✓	61.4
X-CS	33.4	59.8

- Significant reductions in time and space required for testing



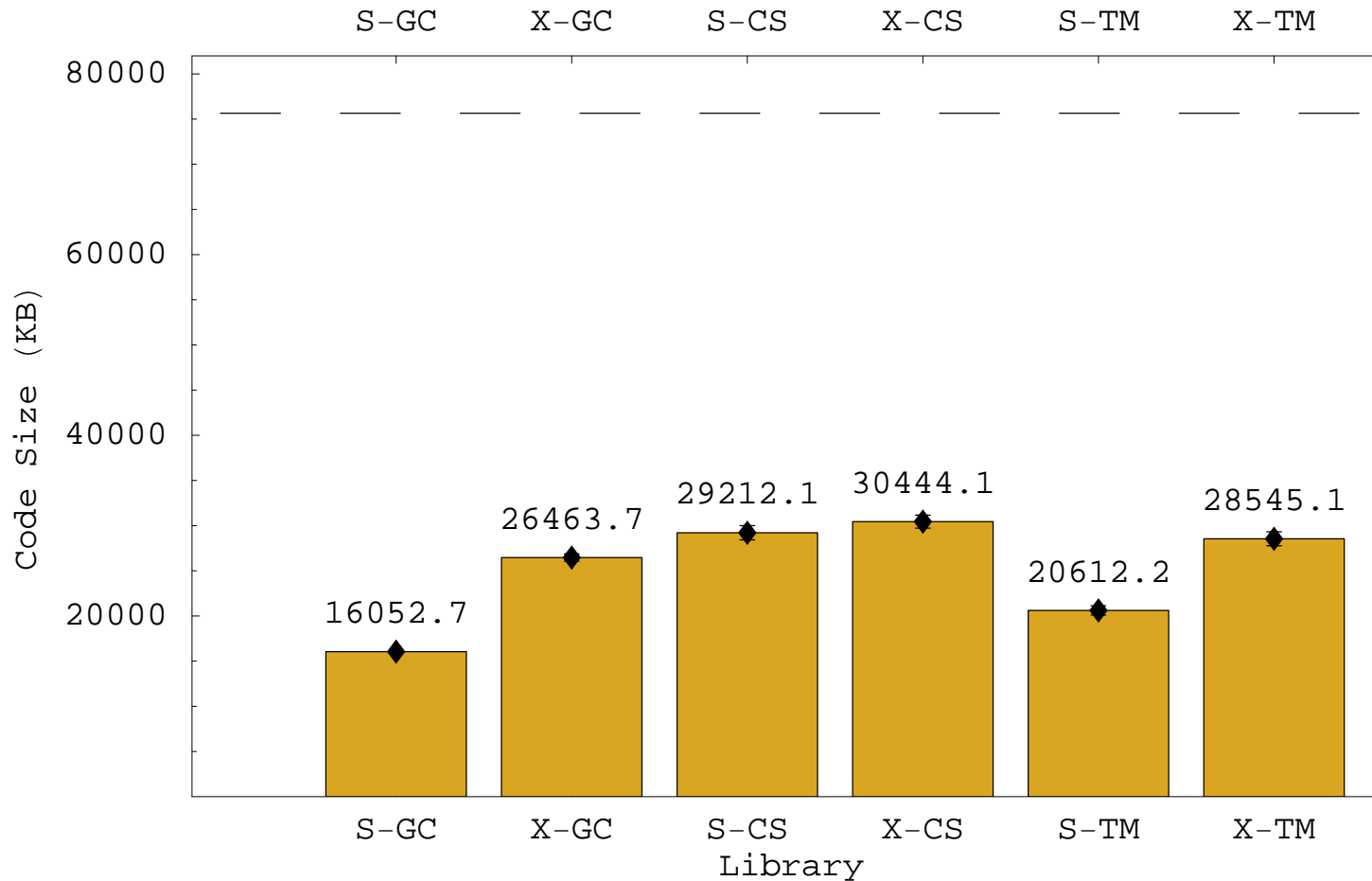
# Testing Time Overhead: Library



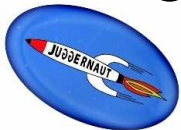
→ S vs. X: Similar reductions for all code unloading techniques



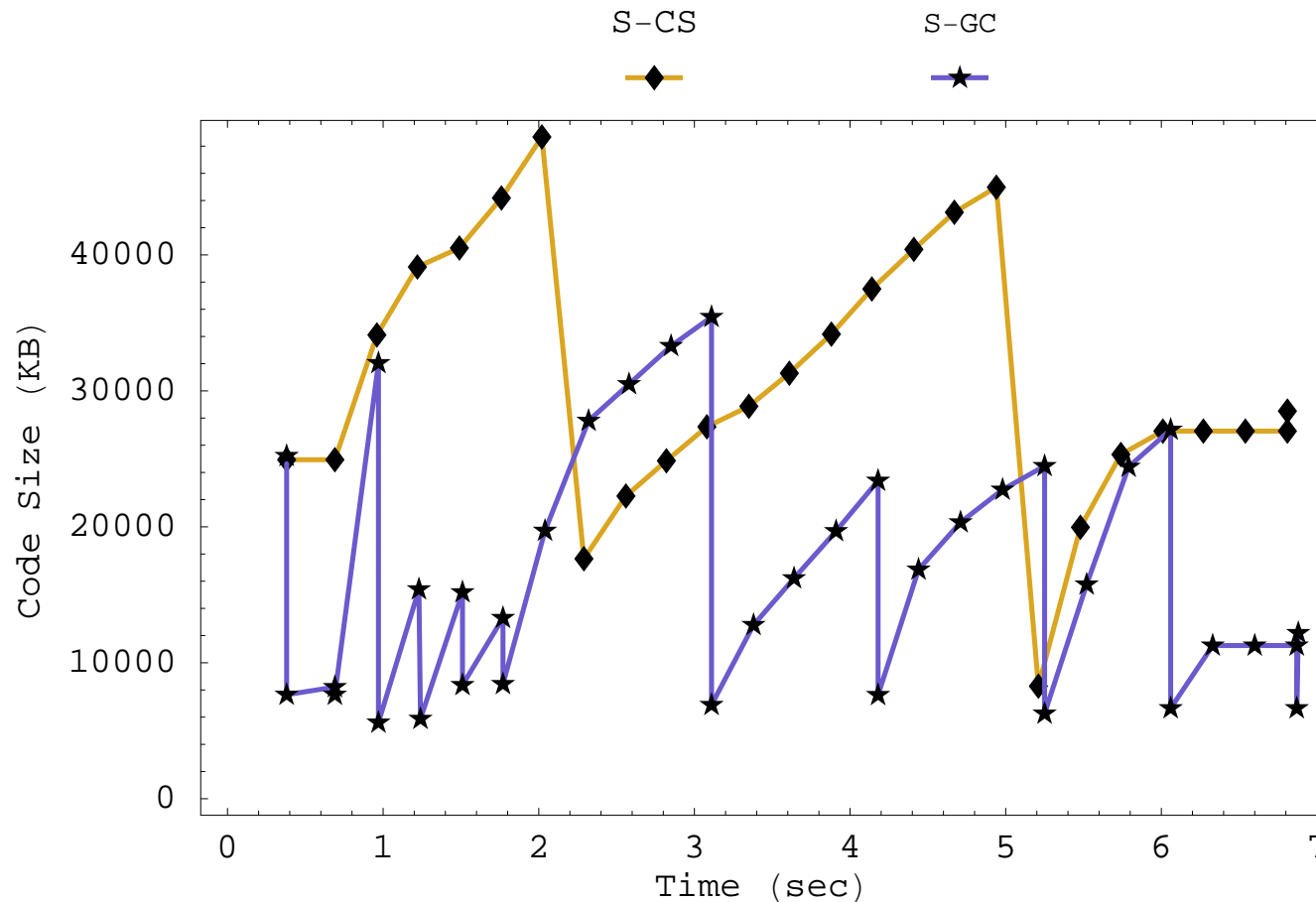
# Testing Space Overhead: Library



→ Code size reduction does not always yield best testing time



# Code Size Fluctuation: Library



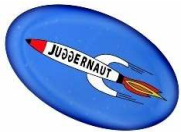
→ S-GC causes code size fluctuation that increases testing time



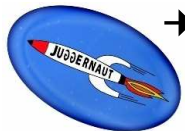
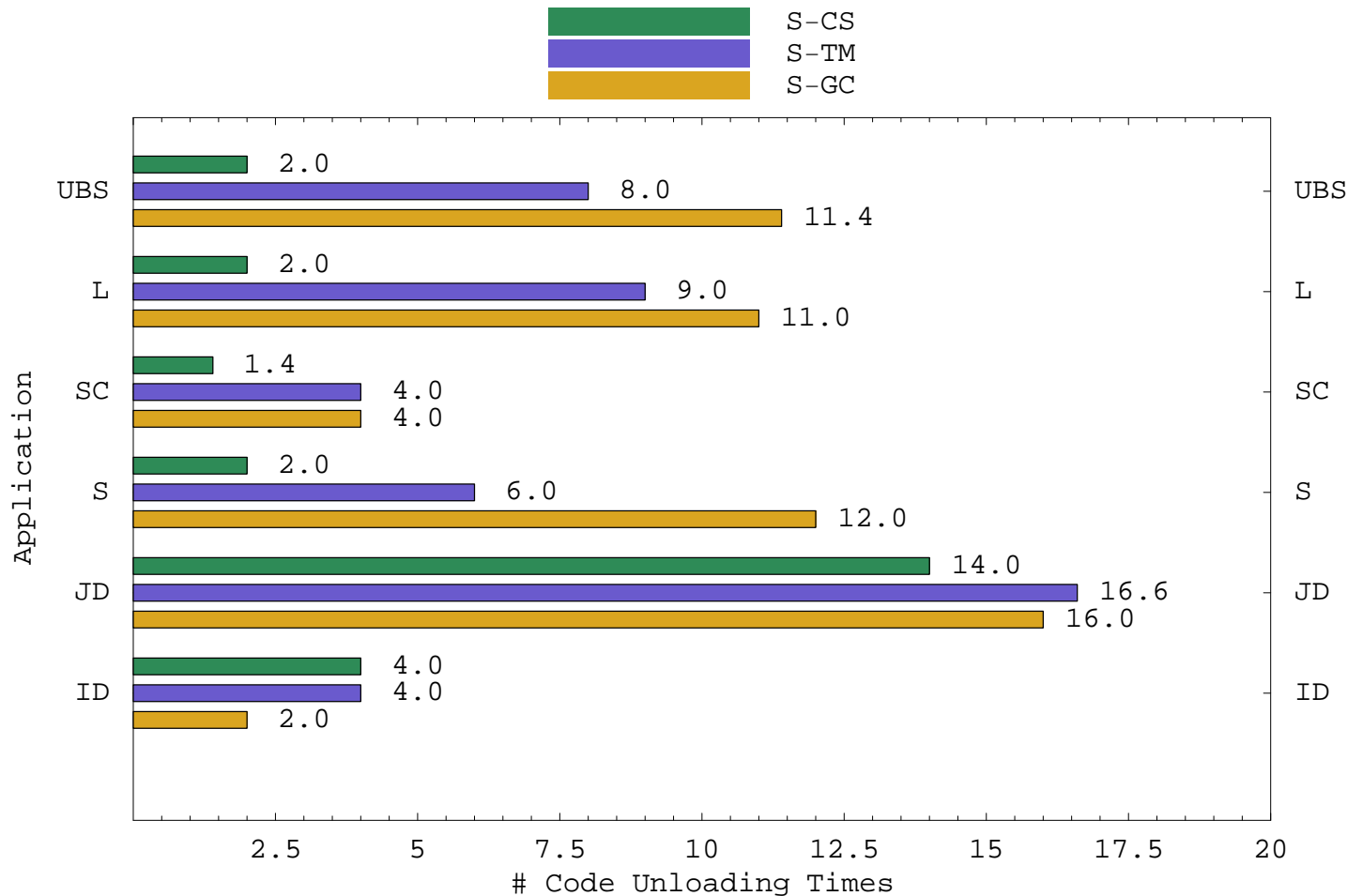
# Summary of Reductions for ID

Name	$\mathcal{T}_R^\%(P, T)$	$\mathcal{S}_R^\%(P, T)$
S-GC	-1.1	42.5
X-GC	-1.1	26.7
S-TM	-1.2	44.5
X-TM	-.29 ✓	28.8
S-CS	-.77	51.4
X-CS	-1.4	61.4 ✓

- Unloading can decrease code size while still creating an overall increase in testing time

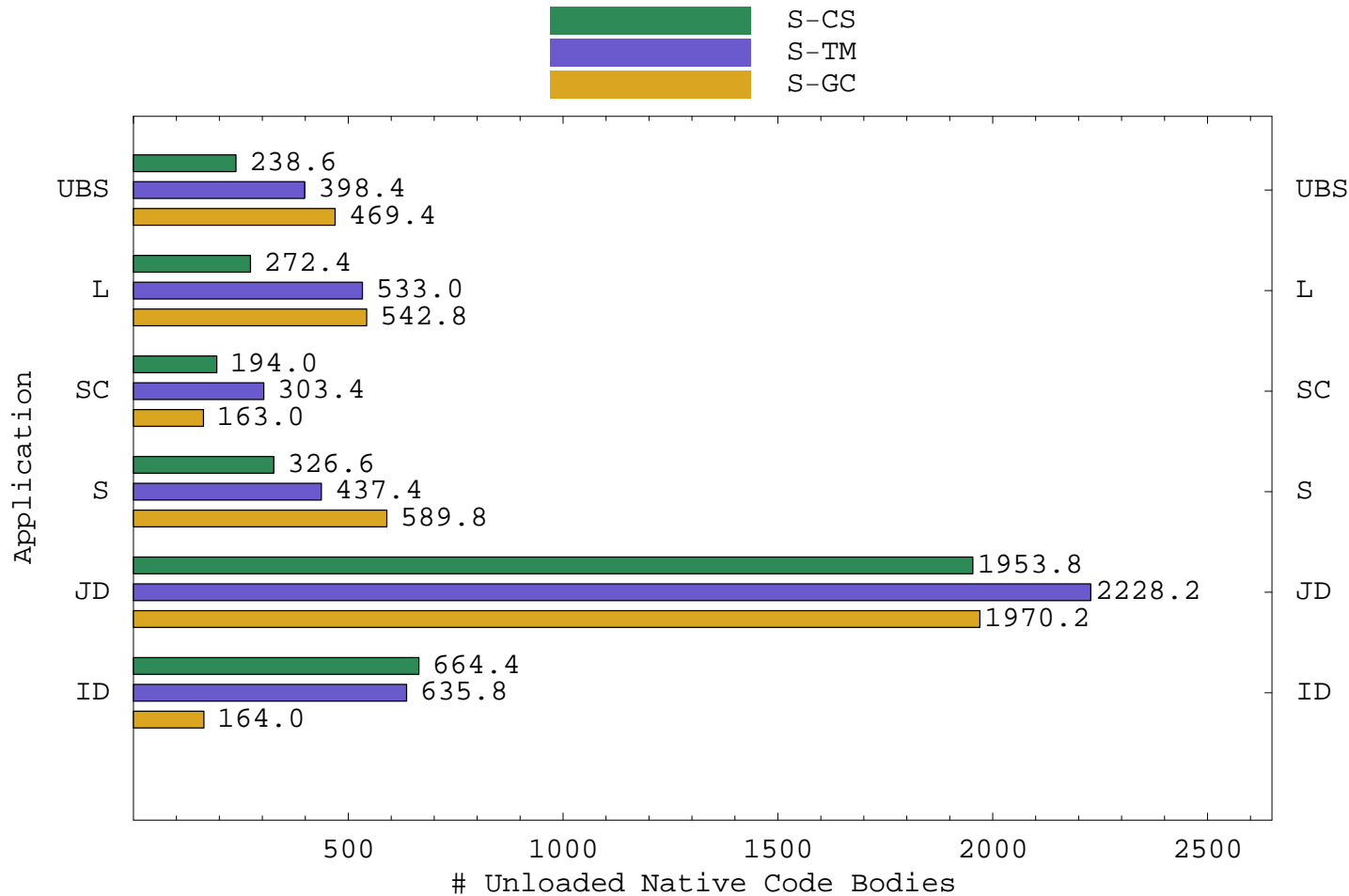


# Number of Code Unloads



→ All techniques cause ID to perform few unloading sessions

# Number of Unloaded Code Bodies



→ ID's large working set forces unloading of many code bodies



# Summary of Reductions

Name	$\mathcal{T}_R^\%(P, T)$	$\mathcal{S}_R^\%(P, T)$
S-GC	16.1	68.4 ✓
X-GC	16.4	52.8
S-TM	17.1	62.6
X-TM	16.4	45.9
S-CS	17.6 ✓	58.8
X-CS	15.3	54.8

- Across all applications, adaptive code unloading techniques reduce both testing time and space overhead

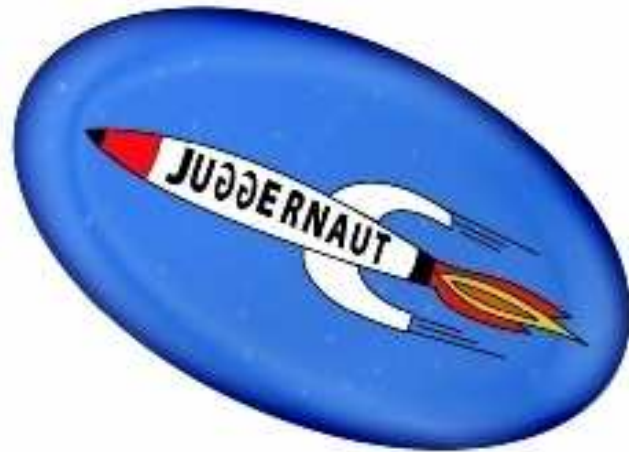


# Conclusions and Future Work

- Dynamic compilation in JVMs can increase testing time if memory is constrained
- Adaptive unloading of native code often reduces memory overhead, avoids GC invocation, and reduces testing time
- Impact of unloading varies with respect to size of application's working set and program testing behavior
- Regression test suite prioritization and reduction techniques that consider structural coverage *and* time and space overheads



# Additional Resources



- Kapfhammer et al. Testing in Resource Constrained Execution Environments. In *IEEE/ACM Automated Software Engineering*. November 7 - 11, 2005.

<http://cs.allegheny.edu/~gkapfham/research/juggernaut/>

